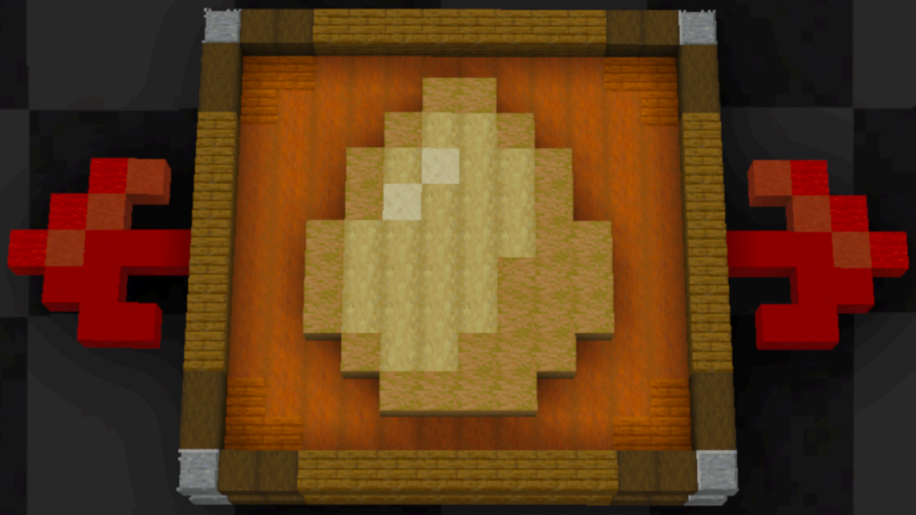
# CHEGG



## OFFICIAL RULES - HOW TO PLAY

## - THE BASICS

**CHEGG** is a turn- based, deck-building strategy game designed to be played within the Video game *Minecraft*. Designed by Gerg

The game is designed to be played using '*Spawn Eggs*' as representations of the games '*Minions*'. However as these are not survival friendly, this guide will also list suggested survival-friendly substitutions.

With the release of CHEGG, there is also a release of a schematic file for a version of the game with some game functions automated with redstone. However this is not necessary and all game functions can be run individually by the players on a minimal set-up.

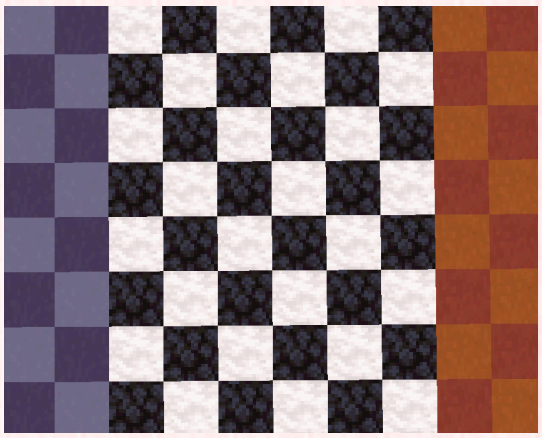
This schematic file for this is linked below
https://www.mediafire.com/file/zcp1sa7334ecouh/Chegg.litematic/file

In addition to this, while this guide covers a wide range of minions for the rules of the game, it is possible and even encouraged that players invent their own minions and house rules. This is a game designed to be adaptable.

The name **CHEGG**, is a portmanteau of Chess and Egg.

# - THE BOARD

CHEGG is played on a 10 x 8 Checkerboard, with the last two rows of each side being coloured red and blue respectively, these mark the spawn zones of each player.



These spawning zones are the only areas where each player is allowed to spawn their '*minions*', Minions can move anywhere on the board once spawned.

In addition, the middle checkered area can be customised to the agreement of the players, but examples of this can be found in the last section of the guide

# - THE GOAL

At the start of every CHEGG game each player will place down their '*Villager*' token somewhere in their spawning area, This minion effectively functions identical to a '*King*' in Chess. The goal of each player is to eliminate their opponents Villager token, Upon eliminating them, they win the game.

*More information on the specifics of this token will be expanded in the 'Minions' Section*

# - DECK BUILDING

A focus of CHEGG is players build and design their own '*decks*' to expand the strategy involved in the game. In the context of CHEGG, a '*deck*' consists of a shulker box containing **15** Minions of the player's choosing. At the start of a game, each player will empty their decks into an item shuffler to which they can then draw from one minion at a time.

At the start of every turn the player whose turn it is draws one minion from their deck.
Upon starting the game, each player Draws 3 times.

*An example deck*

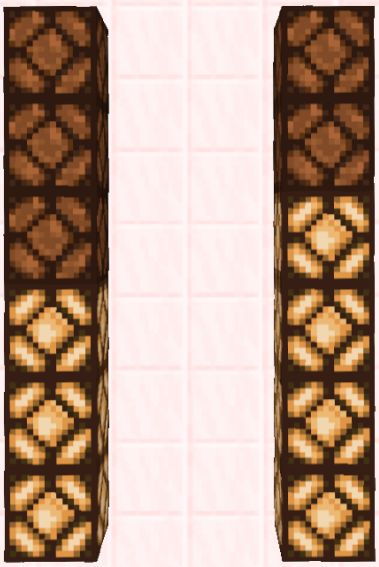
# - MANA

A large focus of CHEGG is '*Mana*' management. Each player will have a mana meter which can vary in values between 0 - 6. Mana is used for a variety of game abilities. Spawning Minions, Attacking or Dashing with minions, or some unique minion abilities.

At the start of the game each player begins with 1 mana, with each consecutive turn for each player increasing their mana pool by 1, up to the maximum of 6. In addition at the start of every turn, the player's mana pool is refreshed.

Example:
Turn 1 you have 1 mana to spend
Turn 2 you have 2 mana to spend
...
Turn 6 you have 6 mana to spend
Turn 7 you have 6 mana to spend

Any Mana not spent on the players turn is Discarded and forgotten about.



# - SPENDING MANA

The most common way of spending mana is by spawning in minions from your hand onto the game board. Each minion in the game has a listed mana cost next to their name in item form. For example this *'Skeleton'* minion costs (3) mana to spawn onto the board.

*So if I had 5 mana this turn, I would now only have 2 mana left this turn after spawning the 'Skeleton'*

The other two common ways of spending mana is by either *'attacking'* or *'dashing'* with a minion already on the board.
For attacking, it always costs 1 mana, no matter the minion, the specifics of the attack please consult the appropriate minion in the '*Minions*' section of this guide.

For example a skeleton can attack diagonally up to three blocks, meaning for the cost of 1 mana, I can eliminate my opponent's '*Zombie*' in this hypothetical game scenario.

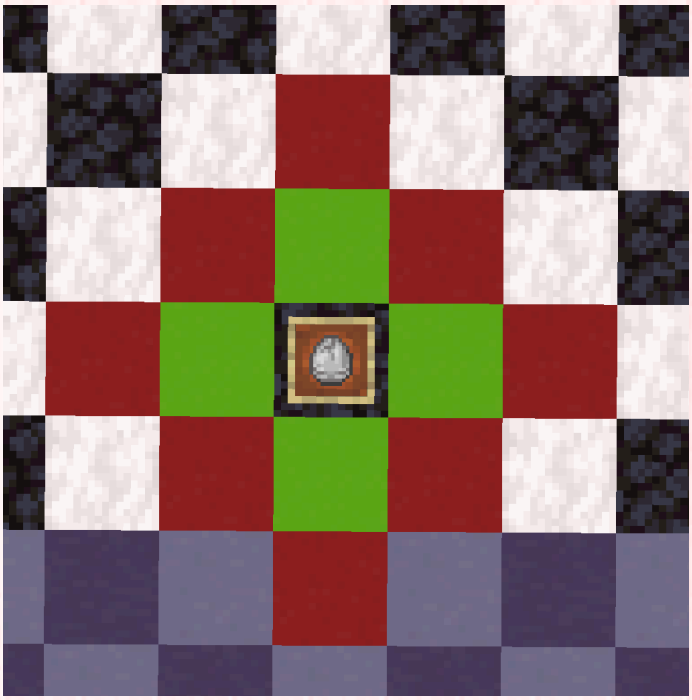
*A skeleton attacking a zombie, pink squares are other blocks the skeleton could attack*

Please be aware that each minion can only attack once per turn, even with the mana cost.

I would also advise one player uses normal item frames, with the other using glow, to keep track of whos minion is whos.
For *'dashing'*, every turn every minion on the board gains 1 free movement, how they specifically move is unique to each minion, so once again, consult the '*Minions*' section. However after expending a minion's free movement, they are able to move once again but for the cost of 1 Mana.

Please keep in mind that a minion cannot Dash and Attack in the same turn. For 1 mana, you choose to do one or the other. In addition, a minion cannot move after attacking, even if they still have the free movement.

The last way of spending mana is on specific minion abilities, however they will instead be listed next to the minion on their section of the 'Minions' Section.



*Skeleton's movement shown in green (single move) and red (dash)*

In our skeleton example, a skeleton can only move in single lateral directions.
The skeleton's first free move is shown in Green, however if we were to expend 1 mana to Dash, the Skeleton could then move to any of the red squares.

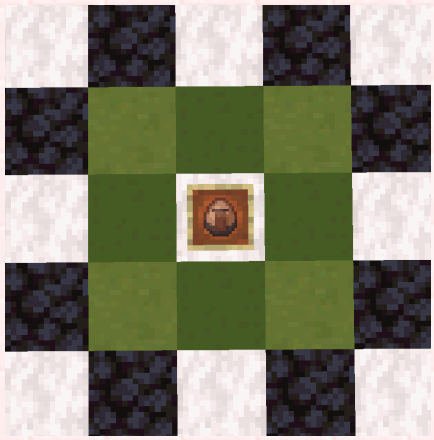
One last note on minions.
Minions are unable to attack, move or dash or use abilities on the turn that they are spawned.
They must wait until the next turn to use any of these.

# - MINIONS

This section is dedicated to listing each minion in the game, its movement and attack patterns. It's mana cost. And any special abilities it may possess. Once again, feel free to invent your own minions for your own games. This guide acts as a base set of common minions.

## VILLAGER ---------- *(KING)*

The villager is a very simple minion, however it's the most important. If it dies, you lose the game.
Placed for free at the start of the game.
The villager can move and attack in the 8 squares surrounding it, moving to the square it attacks.

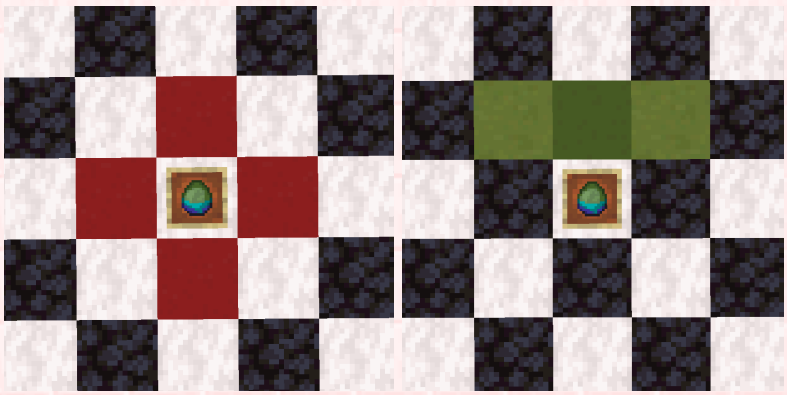


*The green area, shows the attack and movement range of the villager*

The one difference with this token is that unlike every other minion, the villager costs 1 mana to move under all circumstances, this means Dashing with the villager costs a total of 2 mana.

## ZOMBIE ---------- Cost: 1

The zombie is a basic unit, it can only attack in the 4 lateral directions surrounding it,
And can only move forward to one of the three squares above it.



*Zombie's attack range (red), Zombie's movement range (green)*

## CREEPER ---------- Cost: 1

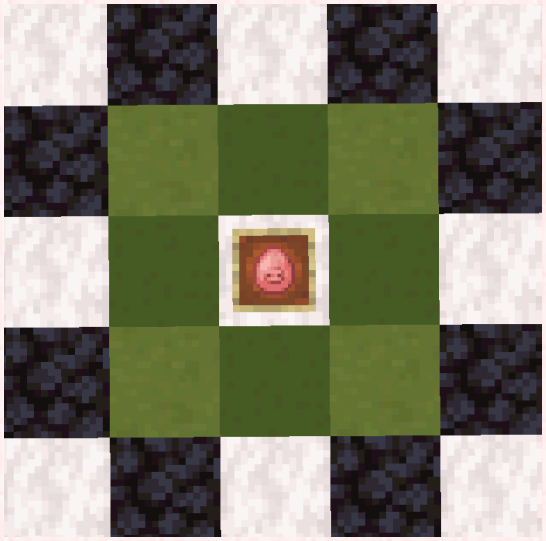
The creeper is a cheap but risky minion, it can move to any of the 8 surrounding squares, however it's attack is devastating but one time use. Activating the creeper's attack destroys any minion in the 8 surrounding squares, but also eliminates the creeper itself.

*The Creeper's movement range (green), The creepers explosion range (yellow)*

This is a reminder that friendly-fire is a thing for all units. Watch out when attacking.

## PIG ---------- Cost: 1

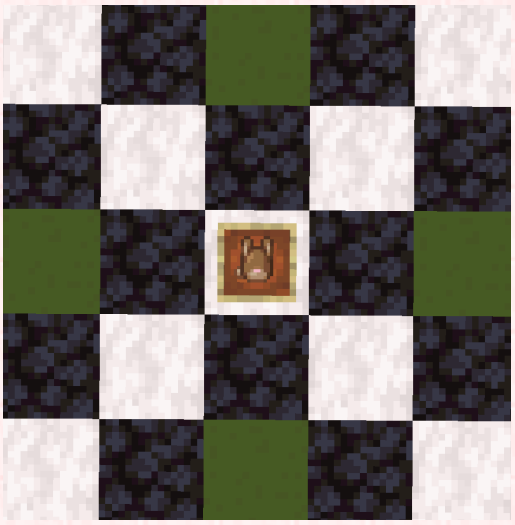
The pig is a cheap supporting minion, It cannot attack however it has a unique trait that helps the player. Upon spawning the Pig, the player Draws one time from their deck, and upon death also draw an additional time.



*The movement of the pig is the standard 8 surrounding squares (green)*

## RABBIT ---------- Cost: 2

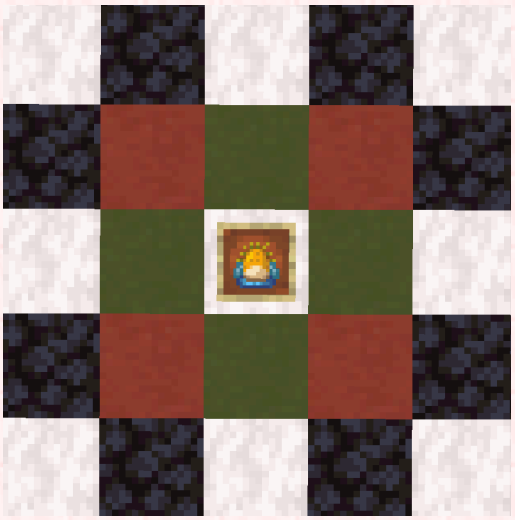
The rabbit is a supporting minion, It cannot attack however it's movement is tied to a unique trait. The rabbit can move and hop to any square two away in a lateral direction. If the rabbit jumps over any minion, friendly or enemy, when moving. The owner of the rabbit draws 1



*This shows the squares the rabbit can jump to (green)*

## PUFFER-FISH ---------- Cost: 2

The Puffer-Fish is a low-cost offensive unit, it can only move in lateral directions however possesses an attack that can attack all 4 surrounding diagonal squares at once

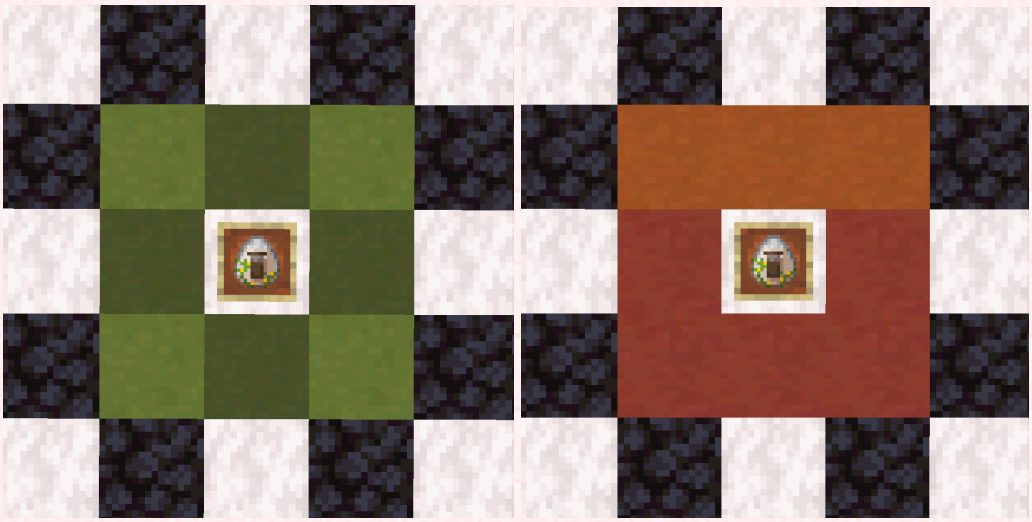


*Puffer-Fish's movement range (green), Simultaneous attack range (red)*

This is a reminder that friendly-fire is a thing for all units. Watch out when attacking.

## IRON-GOLEM ---------- Cost: 2

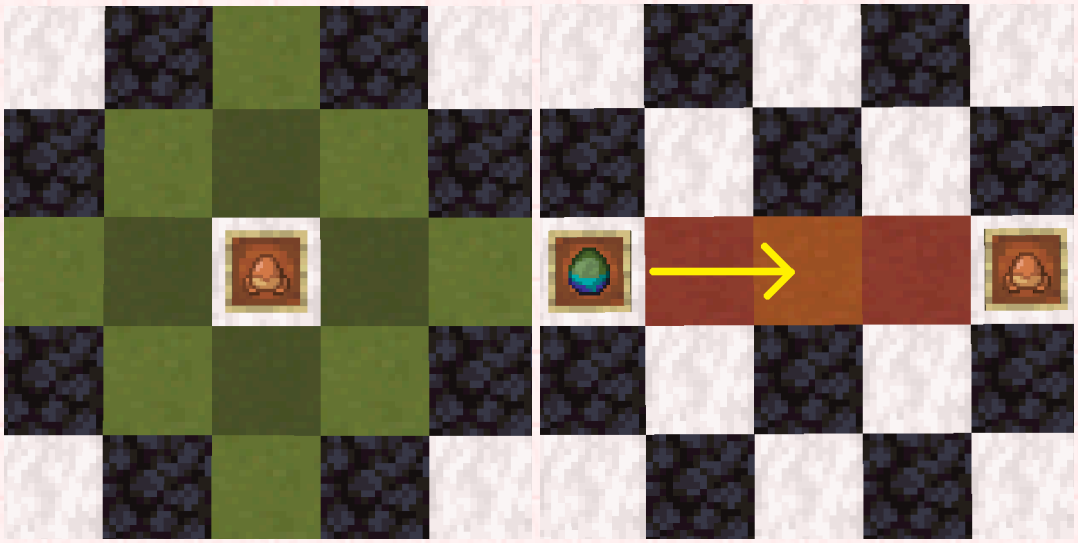
The Iron golem is a low cost offensive unit, with simple movement but a large sweeping attack
It has standard movement to the 8 surrounding squares, however upon attacking it can attack the 3 adjacent tiles in a lateral direction.



*Movement range (green), Attack range (red+orange) of which a direction to attack has been chosen (orange)*

## FROG ---------- Cost: 2

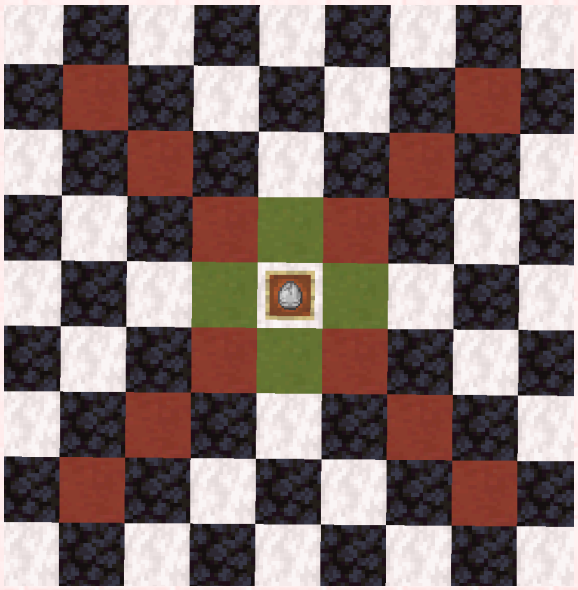
The Frog is a low-cost utility minion, the frog has good movement however cannot destroy any enemy directly. Instead the frog can select any minion (friendly or enemy) in a lateral direction of any range away, and pull it 2 squares closer to the frog, for a cost of 1 Mana



*Frog's movement range (green), Frog moving the Zombie 2 tiles closer (red)*

## SKELETON ---------- Cost: 3

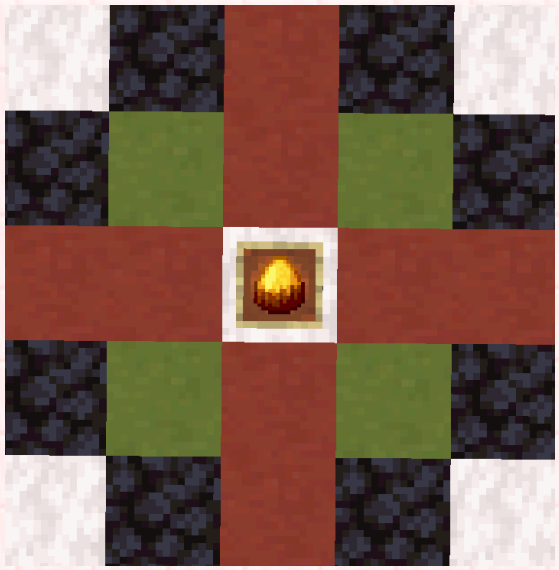
The Skeleton is a mid-cost ranged offensive minion, It boasts an impressive 3 square range, however can only shoot along the diagonals, and is restricted to lateral movement



*Skeleton's movement range (green), Skeleton's attack range (red)*

## BLAZE ---------- Cost: 3

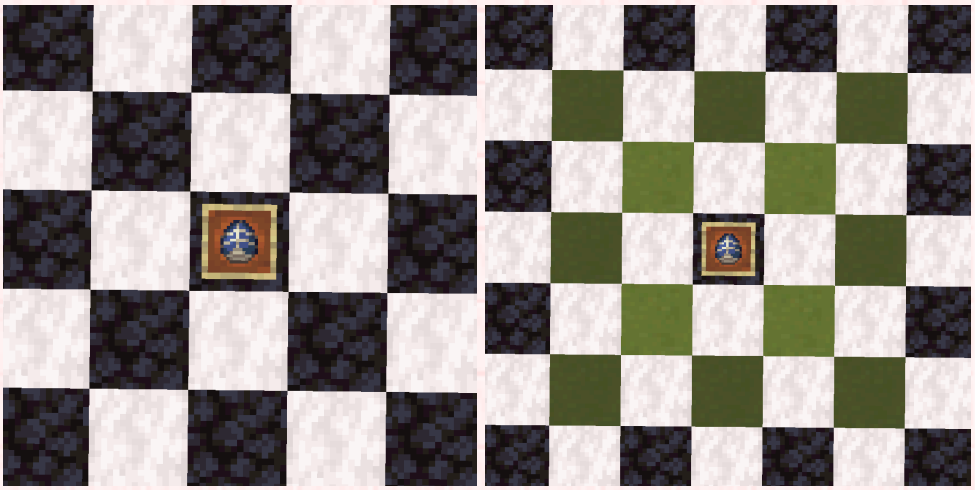
The Blaze is very similar to the Skeleton, but reversed. The blaze can only move along the diagonals, however can attack on the lateral directions, up to a range of 2 squares.



*Blaze's movement range (green), attack range (red)*

## PHANTOM ---------- Cost: 3

The phantom is a highly mobile offensive unit, but with a big drawback, the Phantom can only be Spawned on, Attack or Move to, dark tiles.



*Example demonstrating 'Dark Tiles', And the Phantom's movement and attack range (green)*

The Phantom can attack any tile it can also move to, however as with all attacks, must pay a 1 Mana cost.

## ENDERMAN ---------- Cost: 4

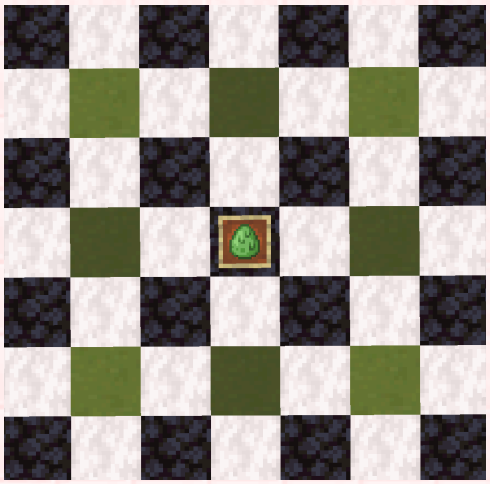
The Enderman minion is difficult to use, but offers great utility as well as one of the few minions with a special ability, *'Teleport'*. The Enderman cannot move, however for the cost of 1 Mana can swap places with any friendly or enemy minion in a lateral direction, regardless of range. (Except the Villager)

*Enderman's attack range (red), The Enderman swapping places with the Zombie by using 'Teleport'*

The Enderman can also attack any of the 8 surrounding squares, however cannot do so the same turn as using *'Teleport'*

## SLIME ---------- Cost: 4

The Slime is a higher cost offensive minion, with good mobility. It attacks the same place it moves, which means if it is moving to the space with a minion occupying it, 1 Mana must be paid. (Cannot be done while also using dash)

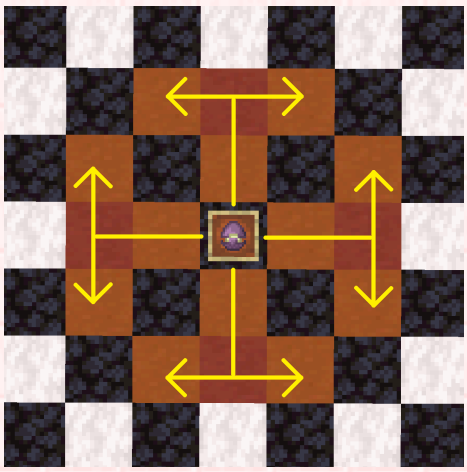


*Slime's movement and attack range (green)*

The Slime's movement is also a jump, meaning it can move past any piece in its path of movement.

## SHULKER-BOX ---------- Cost: 4

The Shulker-Box is a defensive minion, with large attack range, but limited movement potential.
It cannot move freely, however must move to the position of a successful attack.

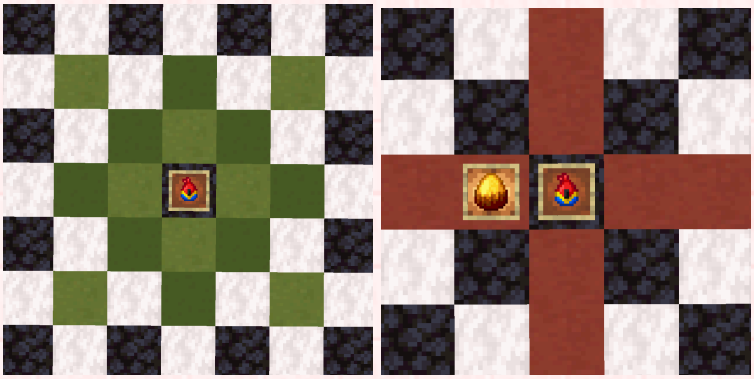


*The Shulker-Box's attack range (red), and the attack path (yellow)*

The Shulker box's attack range can be confusing but it's rather quite simple. It can attack anywhere in the listed range in the image above, however, cannot attack enemies on the further ranges, if another minion is "In the way" of the projectile's path.

## PARROT ----------—------ Cost: 5

The Parrot is a powerful and dynamic Minion, It's highly mobile, however it does not have its own attack pattern. Instead the parrot can copy the attack of a minion laterally adjacent to it, friendly or enemy.



*The parrot's movement range (green), the parrot copying the Blaze's attack range (red)*

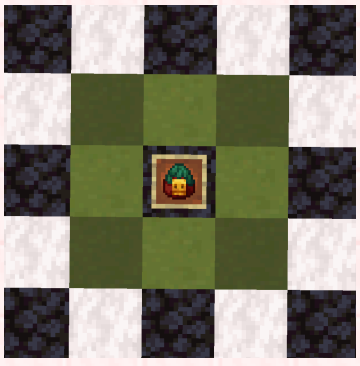
## CAT ---------- Cost: 5

The Cat is a high-cost support unit, it cannot attack, nor move.
However every turn it grants the owner 1 more additional Mana per turn (This effect stacks)

*The Cat cannot move or attack, even with Dash. Place them carefully*

## SNIFFER ---------- Cost: 5

The Sniffer is a high-cost chaotic unit with a unique trait upon spawning.
When Spawned the sniffer allows the player to draw twice from the enemies deck instead. However upon the death of the sniffer, the player must discard 2 minions from their hand. (If they are able)

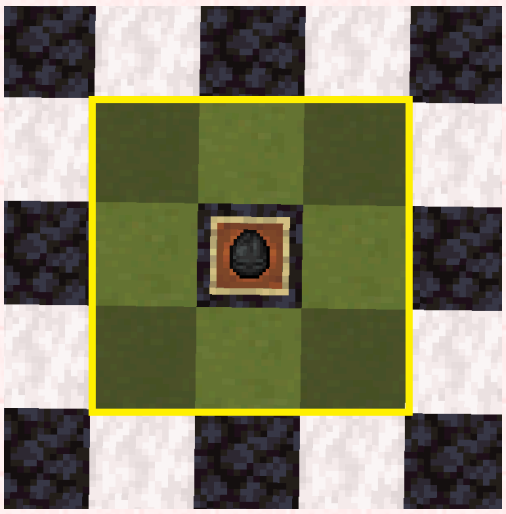


*The Sniffer's movement range (green)*

The Sniffer cannot attack, and has basic movement to the surrounding 8 squares.

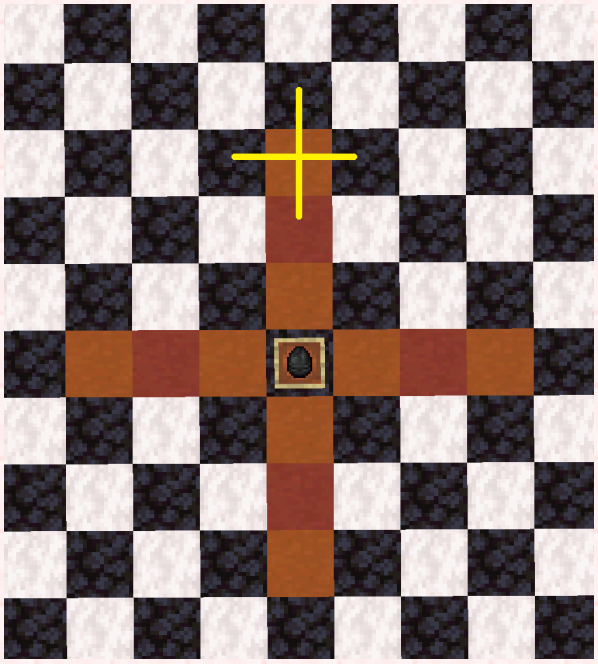
## WITHER ---------- Cost: 6

The Wither is a very high-cost offensive unit, Upon spawning the Wither, destroy anything in the 8 surrounding squares. The Wither has the standard 8 surrounding square movement range,
However possesses a very powerful ranged attack which costs 2 Mana to use instead of the standard 1



*The Wither's movement range (green), Explosion radius upon spawning (yellow)*

Upon attacking the wither shoots a projectile with a range of 3 in any lateral direction, with the damage also splashing the surrounding 4 lateral tiles.



*The Wither's attack range (red), The damaged squares explosion range (yellow)*

# - ARENA MODS

In addition to a standard arena of just black checkered squares, feel free to modify the arena however you like under mutual agreement with your opponent. This is why I encourage experimentation as well as custom minions and house rules.

For example instead of the standard checkerboard, consider running some water as a river through the middle. This makes the sides inaccessible for most minions, making controlling the centre bridge very important.

*A theoretical board modification with a river and a bridge.*

However some minions make logical sense to be able to cross the water, such as Puffer-Fish, or Phantoms. Furthermore, this leads to unique interactions.

*What would happen if a creeper explodes while the Puffer-Fish is on a water tile?*

This is why it's impossible to list out a theoretical list of all interactions of improvised boards. And should be decided amongst the players. House rules!

Other ideas for Arena Modifications include walls and natural barriers, Pistons that push mobs around, lava, TNT landmines, Conveyor belts etc.  The possibilities are endless.

# - FINAL NOTE

I hope you seriously give this game a try, as I found it to have a surprising amount of depth and strategic possibilities. I've tried to balance the game best I can on the games I have tested privately with friends.

I'd love to learn about the ideas or fun stuff you guys have for this game so please reach out to me and let me know!

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